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1           1.    A method for object oriented programming  
2    comprising:        creating a first object having a first  
3    identifier, said object associated with a first client;  
4                        inserting a second object having a second  
5    identifier, said second object associated with the first  
6    client, said first and second identifiers being different;  
7    and  
8                        using said second object with said first client  
9    in place of the first object without recompiling

1           2.    The method of claim 1 including creating a  
2    first COM object having a first globally unique identifier,  
3    said first COM object associated with a first container,  
4    inserting a second COM object having a second globally  
5    unique identifier, said second COM object associated with  
6    the first container, the first and second globally unique  
7    identifiers being different, and using said second COM  
8    object with the first container without recompiling.

1           3.    The method of claim 2 including providing a  
2    layer class and setting said globally unique identifier in  
3    said layer class.

1           4.    The method of claim 1 including creating a  
2    layer class that interfaces with one of a plurality of  
3    globally unique identifiers of objects associated with said  
4    layer class.

1           5.    The method of claim 1 including using said  
2    first object again with said first client in place of said

3 second object without recompiling.

Sub a1

1 6. A method for object oriented programming  
2 comprising:

3 registering a first object with a first  
4 globally unique identifier;

5 registering a second object with a second  
6 globally unique identifier; and

7 selectively accessing one of said first and  
8 second objects without recompiling.

1 7. The method of claim 6 including creating a  
2 source code version of said objects, and programming said  
3 globally unique identifiers into a layer class.

1 8. The method of claim 7 including getting the  
2 globally unique identifier for each object from a database  
3 and setting each globally unique identifier in said layer  
4 class.

Sub a2

1 9. A container for a software object comprising:  
2 one or more objects, said container adapted to  
3 selectively work with first and second objects having  
4 different identifiers.

1 10. The container of claim 9 including a layer  
2 class adapted to selectively utilize the identifier of  
3 either said first or second object.

1 11. The container of claim 10 wherein said layer  
2 class includes a first function that obtains globally unique

3 identifiers from a system database and a second function  
4 that sets globally unique identifiers in the layer class.

1 12. A computer readable storage medium for storing  
2 a program including instructions for causing a computer to:  
3 create an object having a first identifier,  
4 said object associated with a first client;  
5 insert a second object having a second  
6 identifier, said second object associated with the first  
7 client, said first and second identifiers being different;  
8 and  
9 use said second object with said first client  
10 in place of said first object without recompiling.

1 13. The medium of claim 12 wherein said objects are  
2 COM objects.

1 14. The medium of claim 13 wherein said COM objects  
2 are ActiveX controls.

1 15. The medium of claim 13 wherein said identifiers  
2 are globally unique identifiers.

1 16. The medium of claim 15 including one or more  
2 instructions for storing a program instructions for causing  
3 a computer to create a layer class having selectively  
4 programmable globally unique identifiers for more than one  
5 object.

1 17. The medium of claim 16 including instructions  
2 for causing a computer to obtain globally unique identifiers  
3 and setting the identifiers in the layer class.